

IN THE CLAIMS:

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1 31. (Amended) A computer software program embodied on a computer-readable
2 medium, wherein the software program comprises a plurality of instructions, wherein the
3 plurality of instructions are configured to:
4
5 process a first set of data from a first body sensor, wherein the first set of data represents
6 the physical status of a part of a first body relative to a first reference point;
7
8 process a second set of data from a second body sensor, wherein the second set of data
9 represents the physical status of a part of a second body relative to a second reference
10 point;
11
12 emulate the first body in [the] a virtual three-dimensional environment by changing one
13 or more attributes of a first cursor, wherein the first cursor comprises a first plurality
14 of nodes configured as a first point hierarchy;
15
16 emulate the second body in the virtual three-dimensional environment by changing one or
17 more attributes of a second cursor, wherein the second cursor comprises a second
18 plurality of nodes configured as a second point hierarchy;
19
20 position the first cursor and the second cursor within [a] the virtual environment; and
21
22 integrate the first cursor and the second cursor and the virtual environment into a
23 database.

1 32. (Amended) The computer software program as recited in claim 31, wherein the
2 plurality of instructions are further configured to move two or more of the nodes in the
3 first plurality of nodes in response to the first set of data indicating that one or more
4 points [point] in the hierarchy moved.

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1 35. (Amended) The computer software program as recited in claim [33] 31, wherein the
2 first reference point and the second reference point are the same point.

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1 38. (Amended) The computer software program as recited in claim 31, wherein the
2 plurality of instructions are further configured to render the virtual environment in stereo
3 [is three-dimensional].

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1 41. (Amended) The computer software program as recited in claim 31, wherein the
2 plurality of instructions are further configured to [load] store the virtual environment
3 [from] to a storage device.

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1 43. (Amended) The computer software program as recited in claim 31, wherein the first
2 cursor depicts at least part of a human figure.

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1 59. (Amended) The computer software program as recited in claim 31, wherein the first
2 and second sets of data [are non-real-time] do not vary in real-time.

1 60. (Amended) The computer software program as recited in claim 31, wherein the first
2 and second sets of data [are non-real] vary in real-time.

1 66. (Amended) A kit for creating an interactive, multi-user three-dimensional virtual
2 reality world, the kit comprising:

3
4 two or more body part sensing means, each configured to be worn by a separate body;
5 and

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6
7 a computer software program embodied on a computer-readable media, the program
8 comprising a plurality of instructions, wherein the instructions are configured to:

9
10 process a first set of data from the first body part sensor, wherein the first set of
11 data represents the physical status of a first part of a first body relative to a
12 first reference point;

13
14 process a second set of data from the second body part sensor, wherein the second
15 set of data represents the physical status of a second part of a second body
16 relative to a second reference point;

17
18 emulate the first body in the three-dimensional virtual world [environment] by
19 changing one or more attributes of a first cursor, wherein the first cursor
20 comprises a first plurality of nodes configured as a first point hierarchy;

21
22 emulate the second body in the three-dimensional virtual world [environment] by
23 changing one or more attributes of a second cursor, wherein the second cursor
24 comprises a second plurality of nodes configured as a second point hierarchy;

25
26 position the first cursor and the second cursor within the virtual world; and

27
28 integrate the first cursor and the second cursor and the virtual world into a
29 database.

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1 72. (Amended) A computer system configured to creating an interactive, multi-user
2 three-dimensional virtual reality world, the computer system comprising:
3 a central processing unit;

4
5 a memory coupled to the central processing unit;

6
7 one or more display processors; and

8
9 a computer software program embodied on a computer-readable media, the program
10 comprising a plurality of instructions, wherein the instructions are configured to:

11
12 process a first set of data from a first body part sensor, wherein the first set of data
13 represents the physical status of a first part of a first body relative to a first
14 reference point;
15
16 process a second set of data from a second body part sensor, wherein the second
17 set of data represents the physical status of a second part of a second body
18 relative to a second reference point;
19
20 emulate the first body in the three-dimensional virtual world [environment] by
21 changing one or more attributes of a first cursor, wherein the first cursor
22 comprises a first plurality of nodes configured as a first point hierarchy;
23
24 emulate the second body in the three-dimensional virtual world [environment] by
25 changing one or more attributes of a second cursor, wherein the second cursor
26 comprises a second plurality of nodes configured as a second point hierarchy;
27
28 position the first cursor and the second cursor within the virtual [reality] world;
29 and
30
31 integrate the first cursor and the second cursor and the virtual [reality] world into
32 a database.

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1 76. (Amended) The computer system [kit] as recited in claim 70, wherein said first
2 cursor and said second cursor represent objects selected from the group comprising:
3 machines, articles of manufacture, animals, molecules, human figures, human body parts,
4 tools, and three-dimensional objects.

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1 78. (Amended) The method as recited in claim 77, further comprising generating
2 stereophonic three-dimensional sounds to produce [the] an experience that a source for
3 the sounds is located in a specific location in the virtual world.

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1 84. (Amended) The method as recited in claim 83 [77], wherein said first partial image
2 is generated from a viewpoint related to the position and orientation of said first cursor in
3 said virtual world.

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1 89. (Amended) The method as recited in claim 77 [74], wherein said first cursor and
2 said second cursor represent objects selected from the group comprising: machines,
3 articles of manufacture, animals, molecules, human figures, human body parts, tools, and
4 three-dimensional objects.

Please add the following new claims:

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1 90. (New) A kit for creating virtual three-dimensional objects in an interactive, multi-
2 user three-dimensional virtual reality world, the kit comprising:

3
4 one or more body part sensing means configured to sense a first user body;
5
6 a display device configured to display a first image; and
7
8 a computer software program embodied on a computer-readable media, the program
9 comprising a plurality of instructions, wherein the computer software program is
10 configured to be executed on a computer coupled to said one or more body sensing
11 means and said display device, wherein the instructions are configured to:

12
13 receive a first set of data from the first body part sensing means;

14
15 emulate the first body in the three-dimensional virtual world by changing one or
16 more attributes of a first cursor, wherein the first cursor comprises a first
17 plurality of nodes configured as a first point hierarchy;

18
19 move the first cursor within the virtual world based on the first set of data;

20
21 modify a virtual three-dimensional work piece based on the motion of the first
22 cursor within the virtual world; and

23
24 update a database to reflect the changes to the virtual three-dimensional work
25 piece.

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1 91. (New) The kit as recited in claim 90, wherein the first cursor is a virtual tool, and
2 wherein the three-dimensional work piece is a virtual sculpture.

1 92. (New) The kit as recited in claim 90, wherein the instructions of said computer
2 software program are further configured to:

3
4 receive a second set of data from one or more second body sensing means
5 configured to sense a second user body;

6
7 emulate the second body in the three-dimensional virtual world by changing one
8 or more attributes of a second cursor, wherein the second cursor comprises a second
9 plurality of nodes configured as a second point hierarchy;

10
11 move the second cursor within the virtual world based on the second set of data;
12 and

13
14 modify the virtual three-dimensional work piece based on the motion of the
15 second cursor within the virtual world.

1 93. (New) The kit as recited in claim 92, wherein the instructions of the computer
2 software program are configured to cause the updated database to be rendered on said
3 first display device and on a second display device configured to display a second image,